

Amendments to the Claims:

Please amend claim 1 as follows to correct an informality and not in response to any rejection:

1 1. (presently amended) A game and home entertainment device
2 remote control system comprising:
3 a remote control having a touch pad, the touch pad generating a touch
4 pad signal in response to a gesture on the touch pad;
5 a display screen having a display area, the display screen being a part
6 of a television system remote from the remote control; and
7 a controller in communication with the touch pad and the display
8 screen, the controller operative to:
9 receive the touch pad signal,
10 determine whether the touch pad signal is for controlling a game or for
11 controlling a home entertainment device,
12 if the touch pad signal is for controlling a game, perform a game
13 activity as part of playing the game in response to the touch pad signal and cause a
14 result of the game activity to be displayed on the display screen, and
15 if the touch pad signal is for controlling a home entertainment device,
16 enable a home entertainment device control function.

1 2. (canceled).

1 3. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the display screen displays a moveable object, the
3 controller further operative to proportionately position the moveable object on the
4 display screen corresponding to a location touched on the touch pad.

1 4. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the touch pad is logically divided into a plurality of

3 regions, each region corresponding to one of a plurality of selectable items displayed
4 on the display screen.

1 5. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the touch pad is divided into a plurality of regions, the
3 controller further operative to interpret at least one gesture in one of the plurality of
4 regions differently than the at least one gesture is interpreted in another of the
5 plurality of regions.

1 6. (canceled).

1 7. (canceled).

1 8. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the system offers a plurality of games, the controller
3 further operative to vary the functioning of the touch pad to fit each of the plurality
4 of games.

1 9. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the controller is further operative to vary the
3 functioning of the touch pad to fit each of a plurality of scenarios in at least one
4 game.

1 10.-12. (canceled).

1 13. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one simple linear movement.

1 14. (canceled).

1 15. (canceled).

1 16. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one pressure sensitive gesture.

1 17. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one rotational control gesture.

1 18. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one velocity control gesture.

1 19. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one acceleration control gesture.

1 20. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one alphanumeric character entry gesture.

1 21. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein the gesture is one of a plurality of gestures comprising
3 at least one complex gesture, the complex gesture having at least two elements from
4 a set consisting of straight line movements, taps, holds and circular movements.

1 22. (canceled).

1 23. (canceled).

1 24. (original) A game and home entertainment device remote control
2 system as in claim 1 wherein at least a portion of the display area is mapped to the
3 touch pad.

1 25.-27. (canceled).

1 28. (original) A remote control for controlling a home entertainment
2 device and for playing on-screen games in conjunction with a display screen, the
3 remote control comprising:
4 a touch pad generating touch pad signals in response to user contact
5 with the touch pad; and
6 a controller in communication with the touch pad, the home
7 entertainment device and the display screen, the controller recognizing gestures made
8 on the touch pad for playing at least one game and displaying results of recognizing
9 each gesture on the display screen, the controller further recognizing gestures made
10 on the touch pad for controlling the home entertainment device.

1 29. (original) A method of remotely controlling a home entertainment
2 device comprising:
3 receiving at least one gesture on a touch pad, the touch pad remote
4 from the home entertainment device;
5 determining whether the at least one received gesture was made for
6 controlling the home entertainment device or for playing a game;
7 if the at least one gesture was made for controlling the home
8 entertainment device, generating at least one control signal for the home
9 entertainment device based on the at least one received gesture; and

10 if the at least one gesture was made for playing a game, performing
11 a game activity based on the at least one received gesture and displaying the results
12 of the performed game activity on a display screen.

1 30. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 wherein the touch pad is part of a remote control device.

1 31. (canceled).

1 32. (canceled).

1 33. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising logically dividing the touch pad into a
3 plurality of regions, each region corresponding to one of a plurality of selectable
4 items displayed on the display screen.

1 34. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising dividing the touch pad into a plurality of
3 regions and interpreting at least one gesture in one of the plurality of regions
4 differently than the at least one gesture is interpreted in another of the plurality of
5 regions.

1 35. (canceled).

1 36. (canceled).

1 37. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising varying the functioning of the touch pad to
3 fit each of a plurality of games.

1 38. (canceled).

1 39. (canceled).

1 40. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing simple linear movement.

1 41. (canceled).

1 42. (canceled).

1 43. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing a pressure sensitive gesture.

1 44. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing a rotational control gesture.

1 45. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing a velocity control gesture.

1 46. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing an acceleration control gesture.

1 47. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing an alphanumeric character entry gesture..

1 48. (original) A method of remotely controlling a home entertainment
2 device as in claim 29 further comprising recognizing at least one of a plurality of
3 gestures on the touch pad as representing a complex gesture, the complex gesture
4 having at least two elements from a set consisting of straight line movements, taps,
5 holds and circular movements.